

Archie
ADVENTURE
SERIES

NO. 97 US \$1.99
CAN \$2.39

THE WORLD'S MOST WAY PAST COOL COMIC!

SONIC

THE HEDGEHOG

TM

APPROVED
BY THE
COMICS
CODE
AUTHORITY

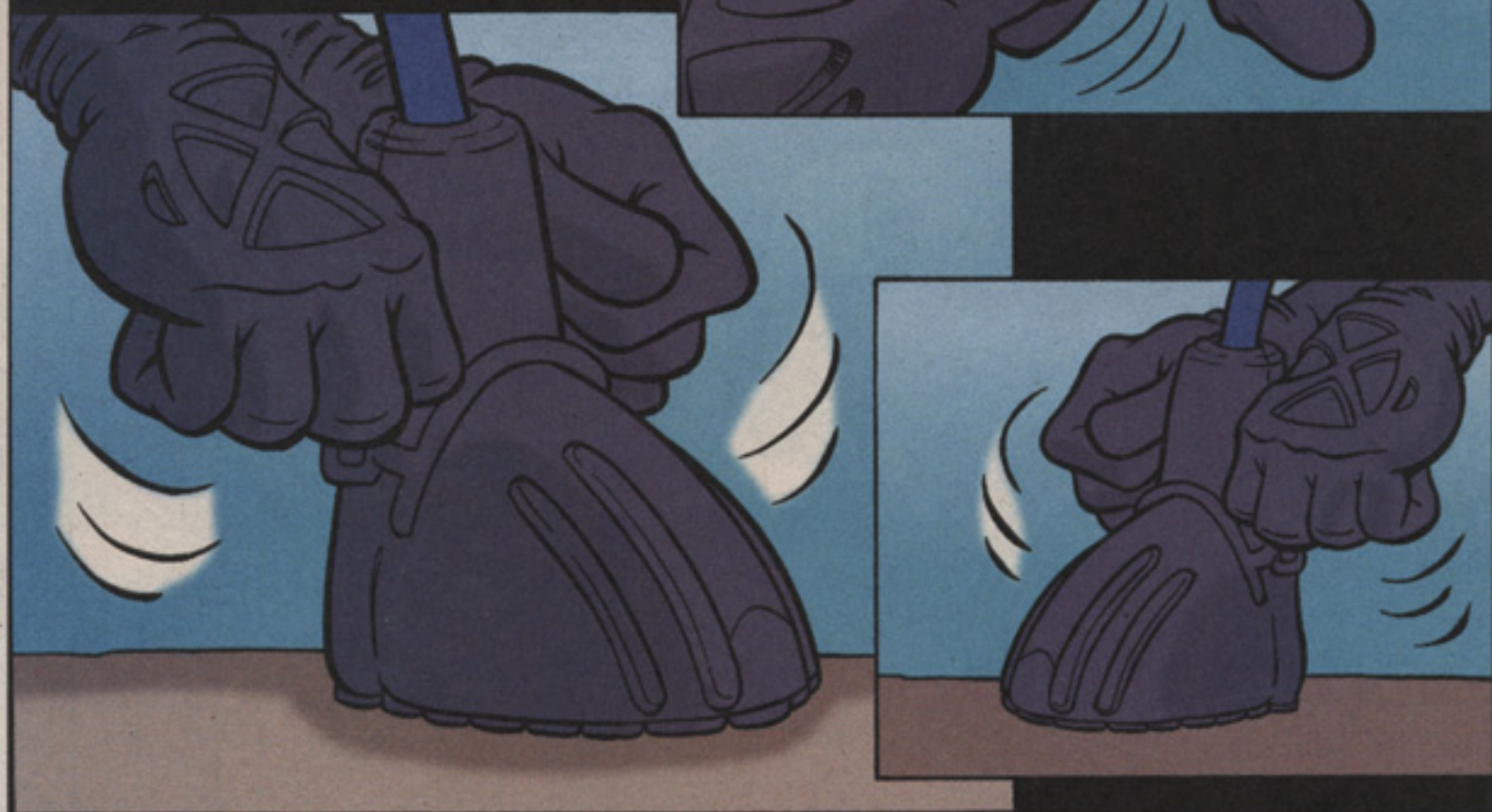


SEGA

DIRECT EDITION



IN NO TIME
AT ALL...



...I HAD UP
'N CREATED...



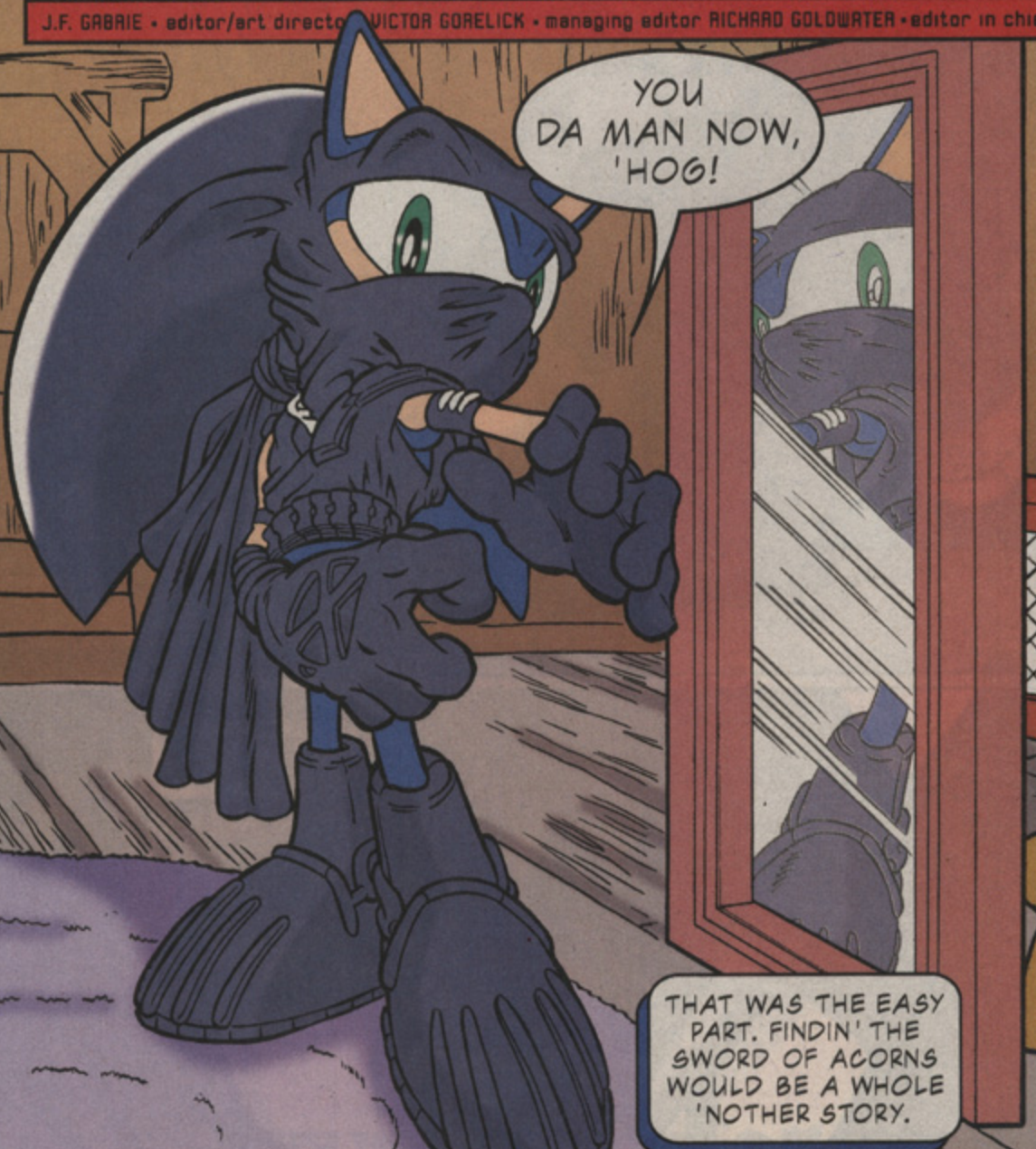
After ten long years, the iron-fisted rule of DOCTOR ROBOTNIK over planet MOBIUS was believed to have finally ended! With the technological tyrant vanquished and his polluted factories shut down, order and beauty were restored to the city of MOBOTROPOLIS. Now the villain has returned to wreak havoc once more, but there are many who are willing to stand against him in the fight for freedom. The bravest among them is a brash, blue streak who just happens to be the fastest thing alive! ARCHIE COMICS AND SEGA PRESENT... SONIC THE HEDGEHOG!

KARL BOLLERS • writer NELSON RIBEIRO & HARVEY MERCADOCASIO • pencils

KEN PENDERS & PAM EKLUND • inks JEFF POWELL • letterer FRANK GAGLIARDO • colorist

J.F. GABRIE • editor/art director VICTOR GORELICK • managing editor RICHARD GOLDWATER • editor in chief

MY SECRET IDENTITY



YOU
DA MAN NOW,
'HOG!

THAT WAS THE EASY
PART. FINDIN' THE
SWORD OF ACORNS
WOULD BE A WHOLE
'NOTHER STORY.

SONIC THE HEDGEHOG (ISSN:10705090), No. 97, July, 2001. Published every 4 weeks, twice in May by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher, Michael I. Silberkelt, Chairman and Co-Publisher. Single copies \$1.99 in the U.S.; \$2.39 in Canada. Subscription rate: U.S. \$25.87 for 13 issues; \$31.07 in Canada. All Canadian orders payable in U.S. funds. © SEGA CORPORATION 2001. All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo, Sonic The Hedgehog, and all related characters are trademarks or registered trademarks of SEGA CORPORATION or its affiliates. The product is manufactured under license from Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120-7639. www.sega.com Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Periodicals postage paid at the post office at Mamaroneck, New York and at additional mailing offices. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Printed in Canada

SWORD OF ACORNS }SQWAAARRK<
RESTORE WILL }SQWAAARK< ROBOTNIK
}SQWAAARRK< HAS IT.

THAT IS INDEED SIR CHARLES'
VOICE, MY PRINCE, BUT I CAN'T
UNDERSTAND WHY--

WHAT
DON'T YOU GET,
MORGAN?

ROBOTNIK HAS THE SWORD--
I SAY WE RETRIEVE IT AT ONCE!

WELL, IF THAT'S
THE PLAN, SHOULDN'T
SONIC BE RECRUITED?
CHARLES IS HIS UNCLE
AFTER ALL...

PERHAPS
YOU'RE...

HOLD ON A MINUTE! IT'S
SONIC'S FAULT WE LOST THE
SWORD TO BEGIN WITH!

YOU'RE
HARDLY BEING FAIR,
GEOFFREY--

SALLY, THE
DECISION IS YOUR
BROTHER'S AND HIS
ALONE.

GEOFFREY, YOU
AND YOUR TEAM HAD
BETTER GET A MOVE
ON...



I COULDN'T LET ANYBODY
KNOW WHAT I WAS UP TO.
NOT MY FOLKS...

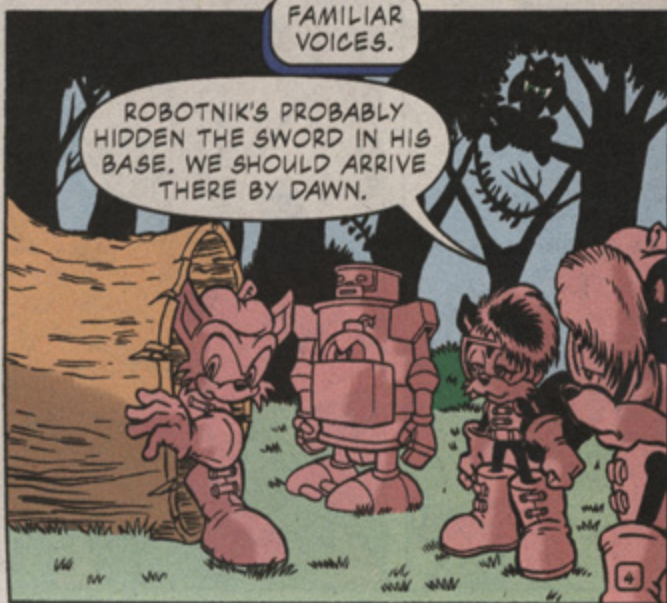
...NOT EVEN
MY CLOSEST
FRIENDS.



ARACHNIS HAD
STOLEN THE
SWORD. NOW IT'S
MY JOB TO FIND...



SUDDENLY, I HEARD
VOICES BEHIND ME.

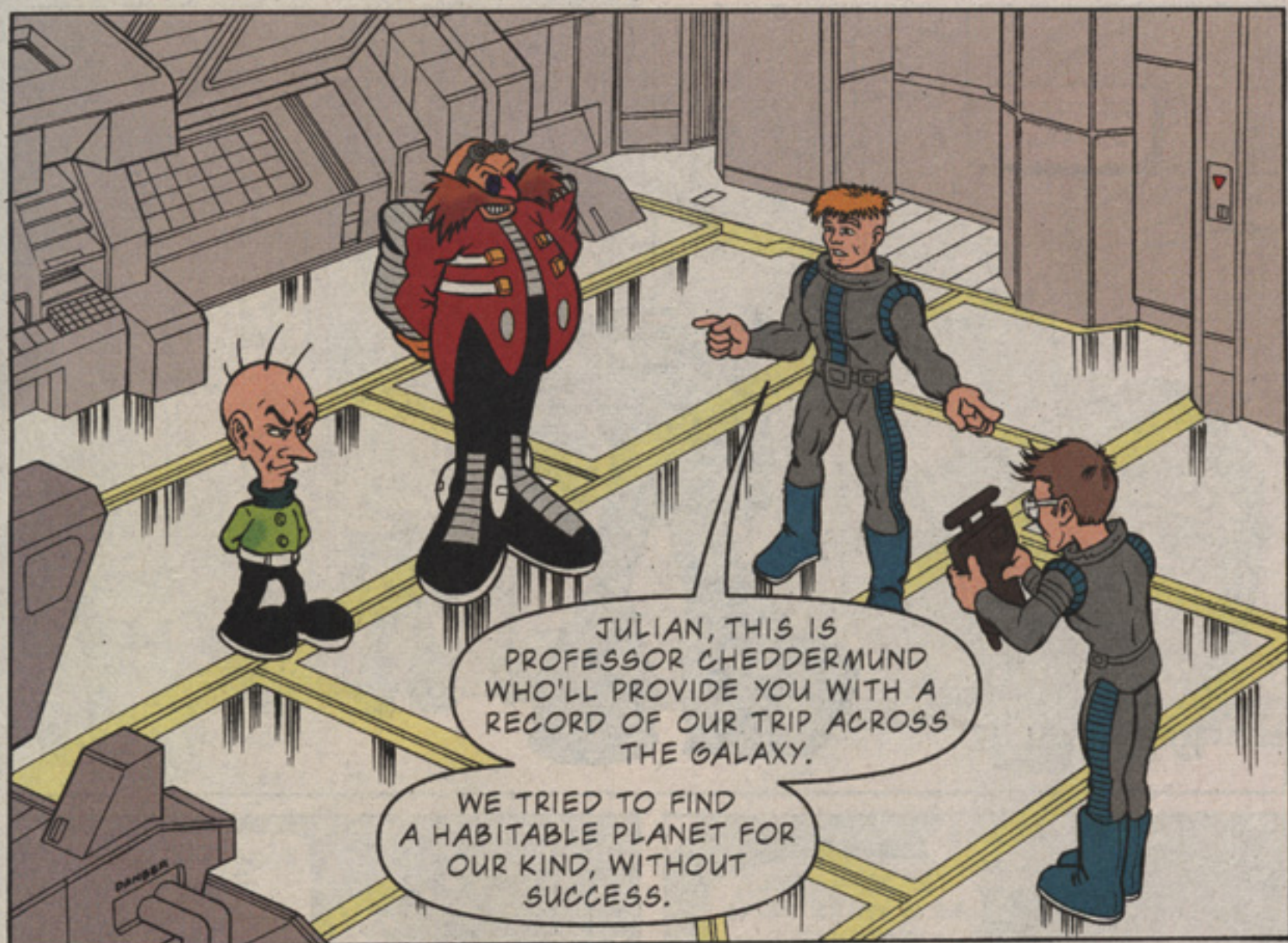


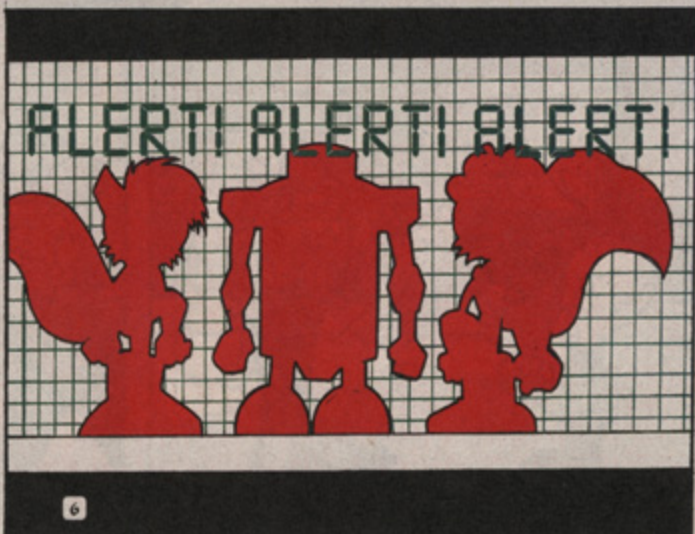
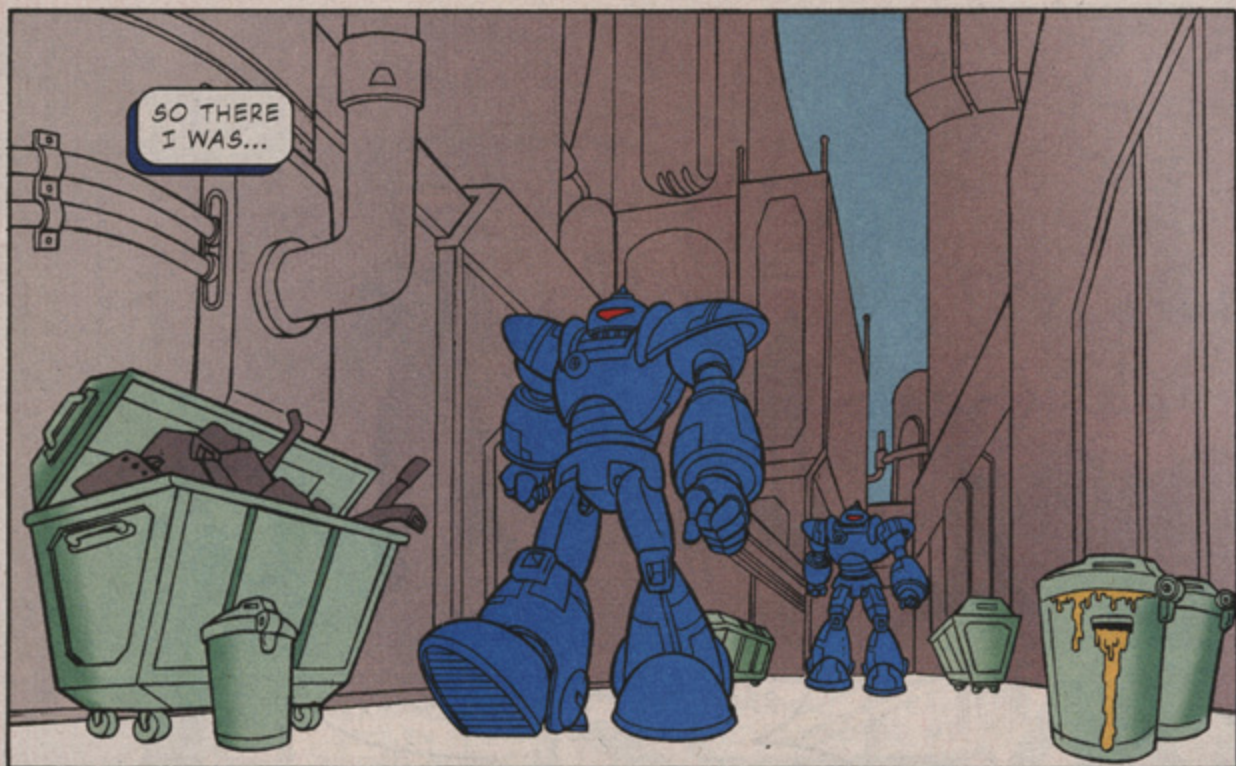
FAMILIAR
VOICES.

ROBOTNIK'S PROBABLY
HIDDEN THE SWORD IN HIS
BASE. WE SHOULD ARRIVE
THERE BY DAWN.

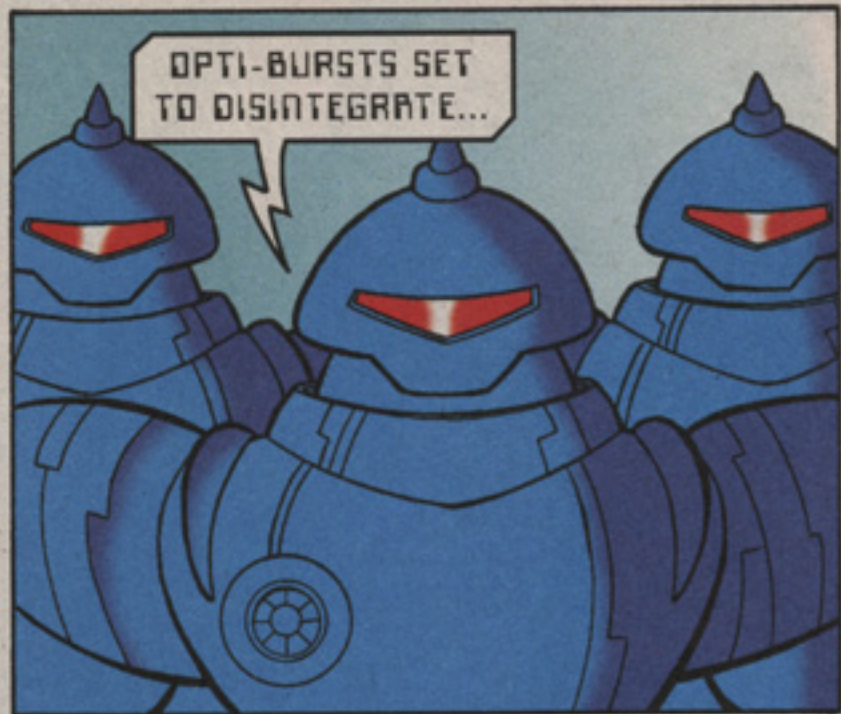
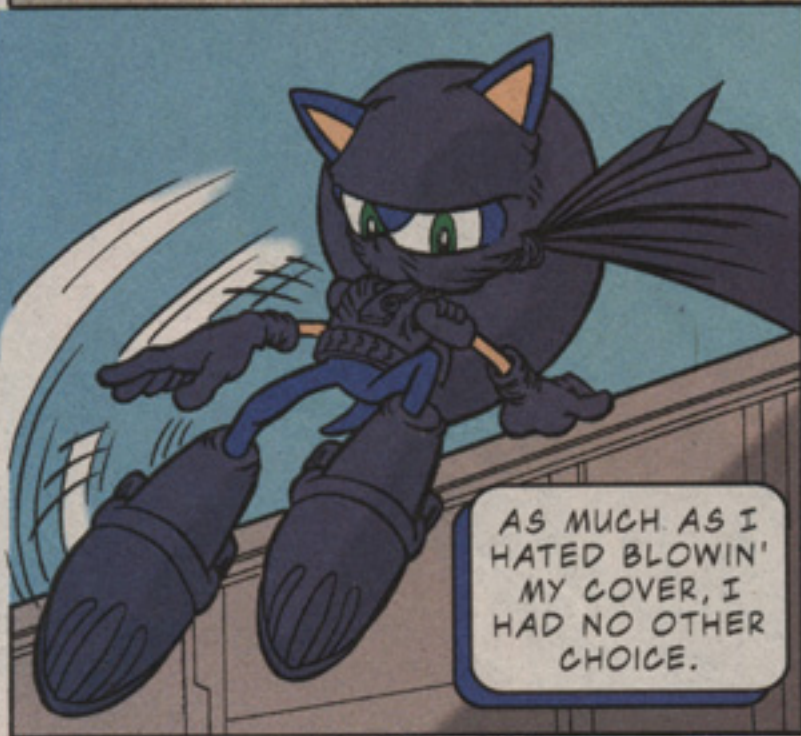
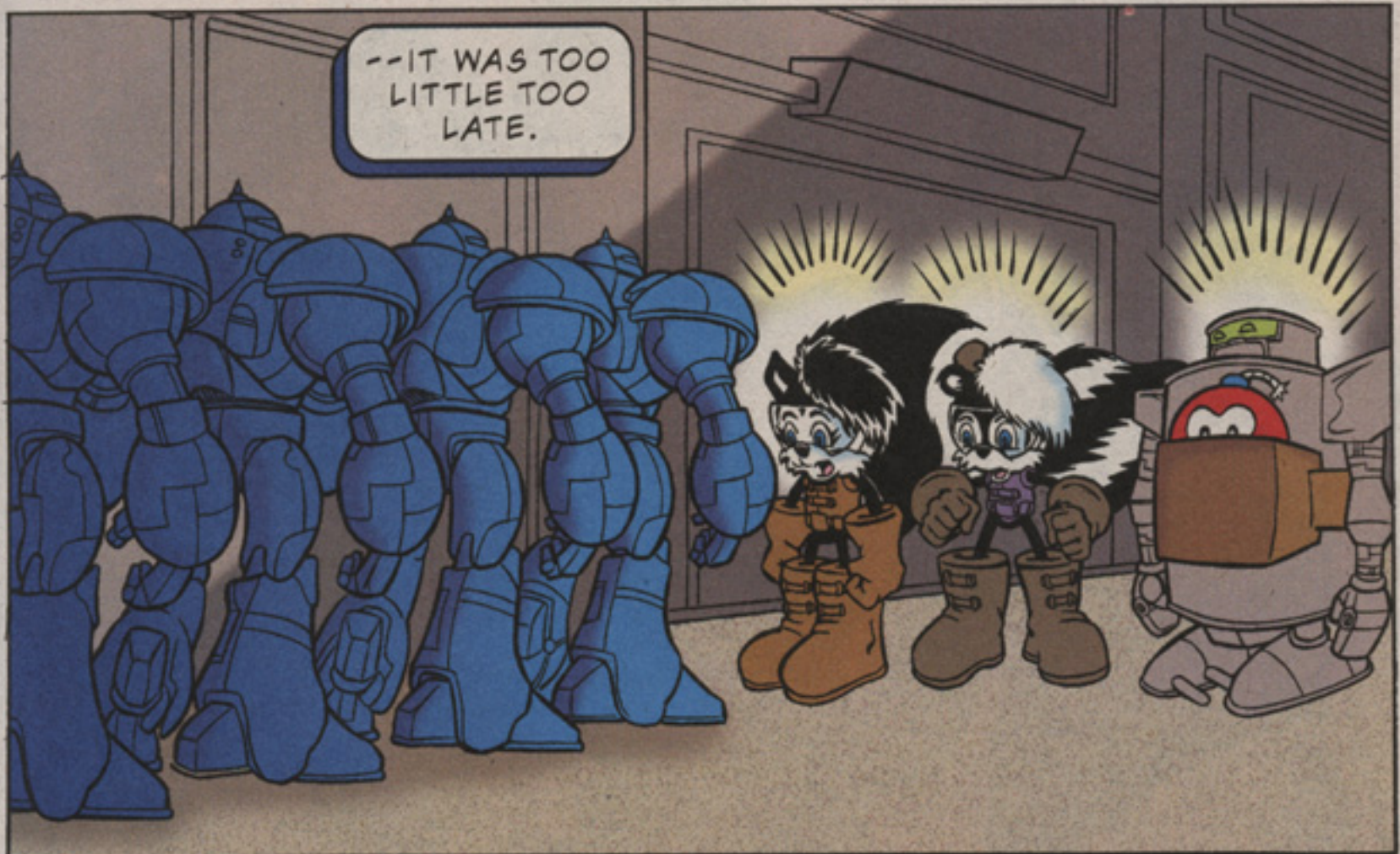


WRONG-O, ST. JERK. SO MUCH
FOR MY MISSION. FOR NOW, I'D
HAVE TO TAKE A DETOUR TO...

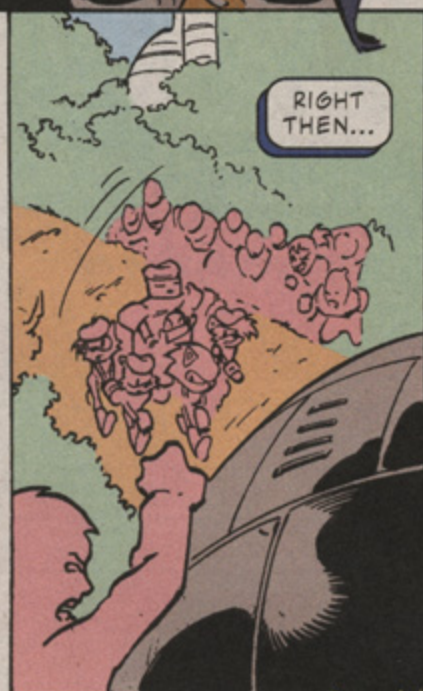








**BOOO! DOWN
WITH THE FURRIES!**



RIGHT
THEN...



...I WAS SURE GLAD
NO ONE COULD SEE
MY FACE. TALK ABOUT
EMBARRASSING.



SO, WHO ARE YOU?
AND WHAT WERE YOU
DOING IN THAT
ALLEYWAY?



I'M...THE SNEAK, A
FREEDOM FIGHTER FROM...
SANDBLAST CITY. I WAS DOIN'
SOME RECONNAISSANCE.



"WELCOME" TO ROBOTROPOLIS!
YOU, OF COURSE, KNOW ME, BUT
I DON'T KNOW YOU.

I BELIEVE AN
INTERROGATION IS
IN ORDER, STARTING
WITH...



...YOU!



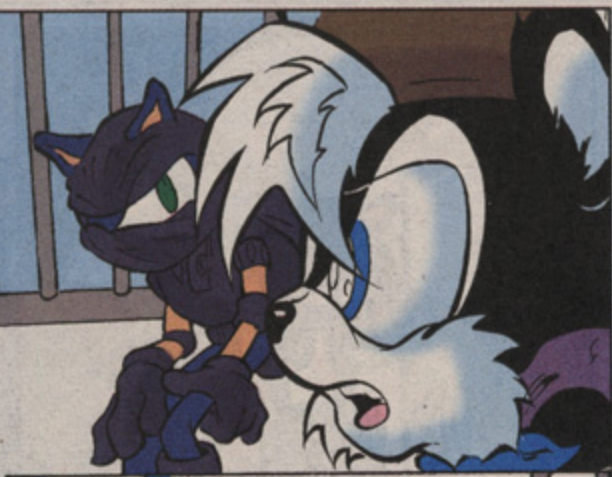
AND THAT'S
HOW IT
WENT. FIRST
GEOFFREY...



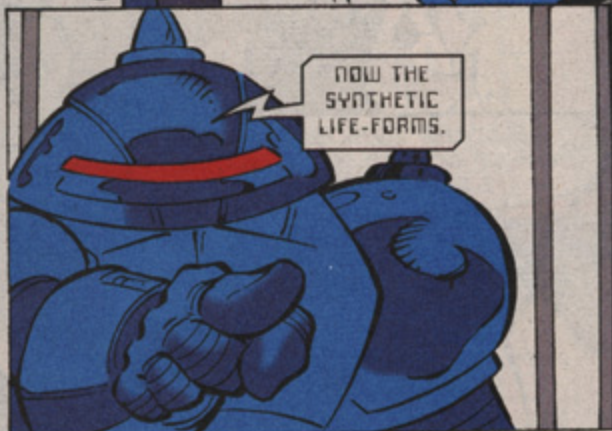
...THEN
HERSHEY...



...FOLLOWED BY WOMBAT STU. I COULDN'T RISK BEING UNMASKED BY "BUTT-NIK".



UGH!



NOW THE SYNTHETIC LIFE-FORMS.



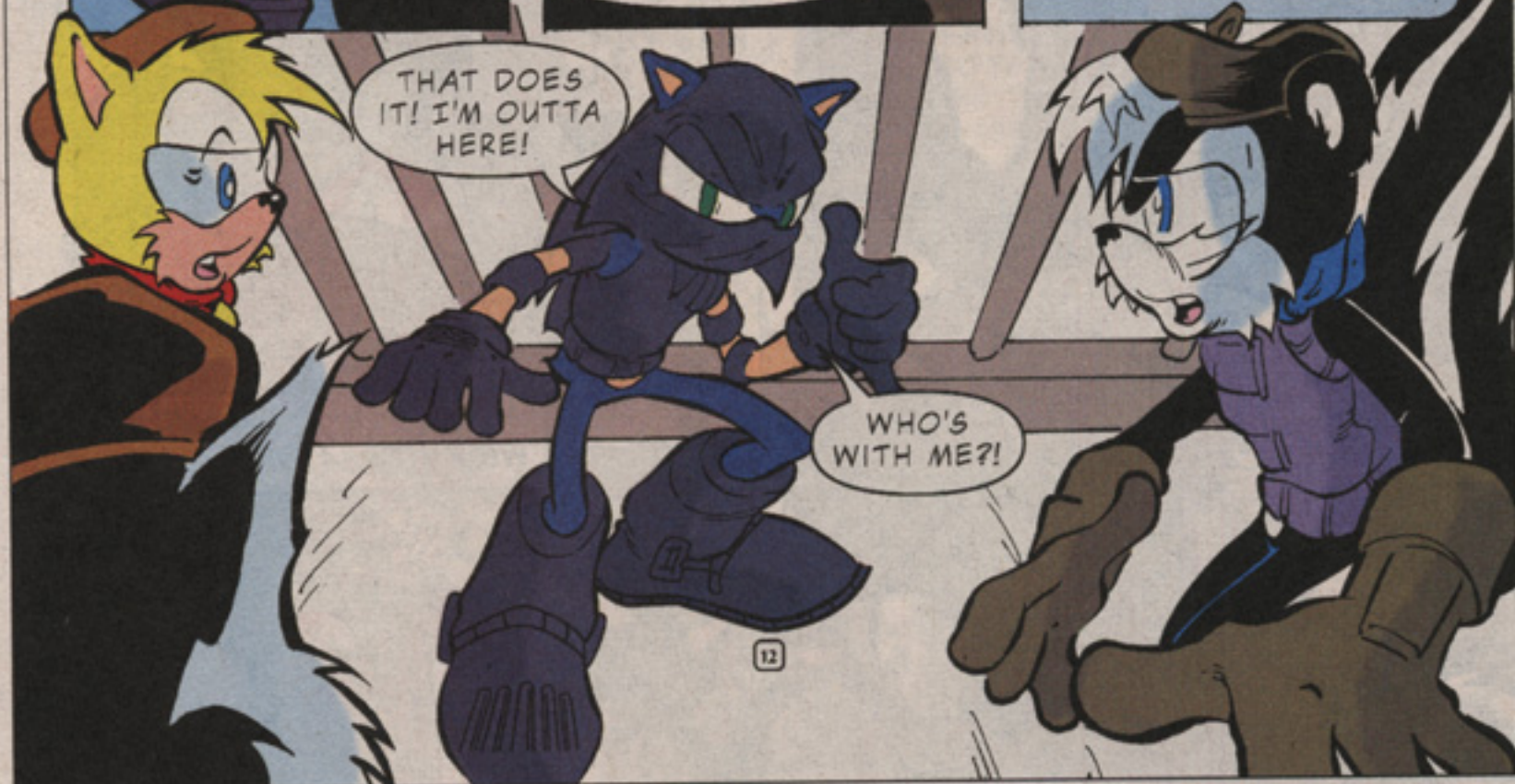
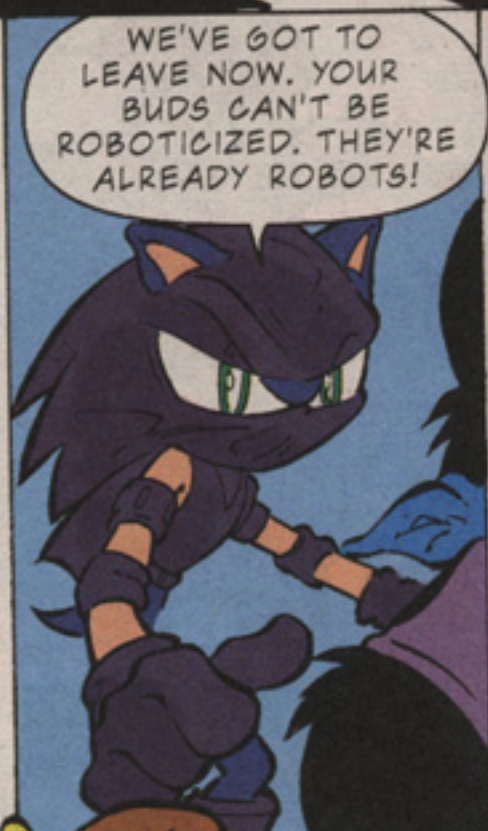
WE'VE GOTTA GET OUTTA HERE, LIKE, YESTERDAY!



I'M IN CHARGE HERE, AND WE'RE HERE TO COMPLETE A MISSION!

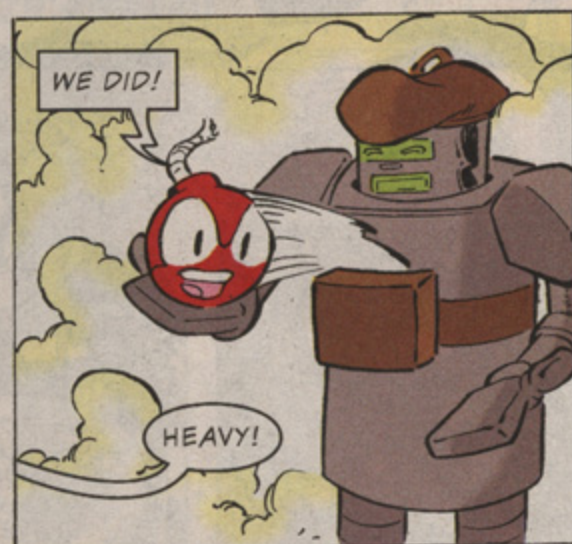


FORGET THE MISSION! THIS ISN'T ROBOTNIK'S STYLE. WHAT DID HE SAY TO YOU?





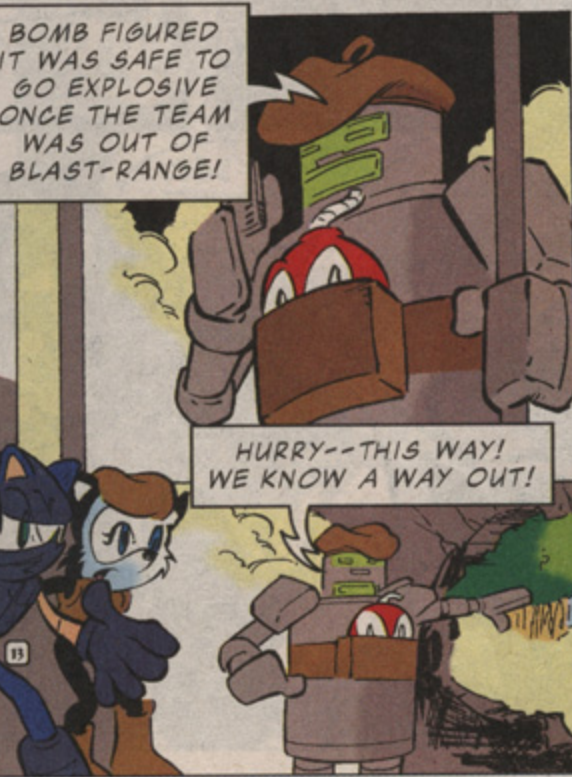
LIKE, WHAT
HAPPENED?!



WE DID!

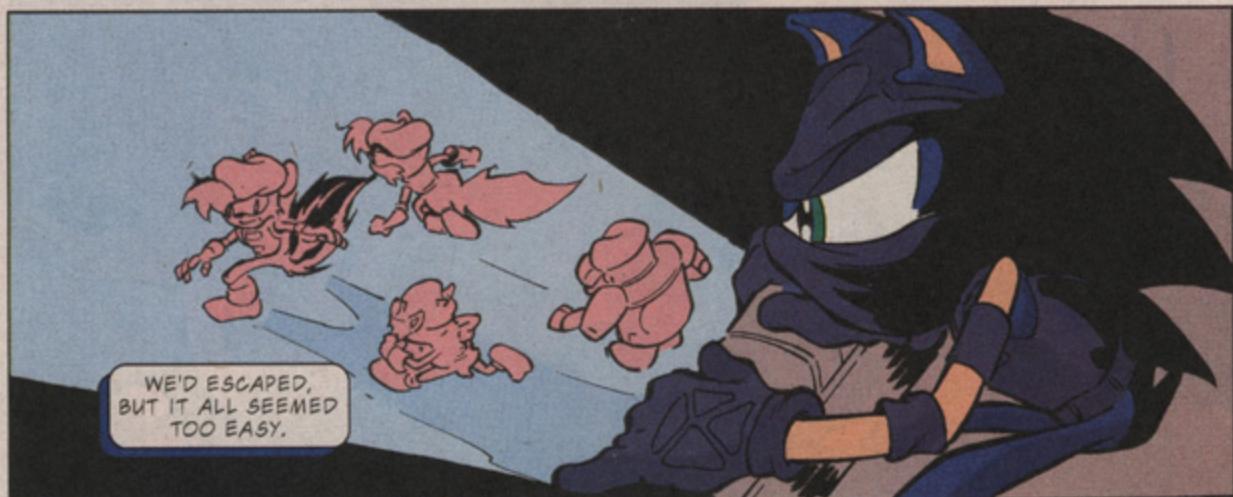
HEAVY!

BOMB FIGURED
IT WAS SAFE TO
GO EXPLOSIVE
ONCE THE TEAM
WAS OUT OF
BLAST-RANGE!

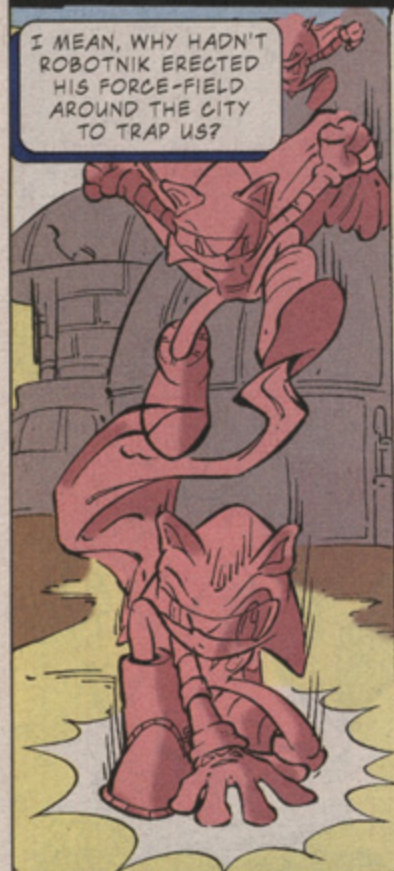


HURRY--THIS WAY!
WE KNOW A WAY OUT!

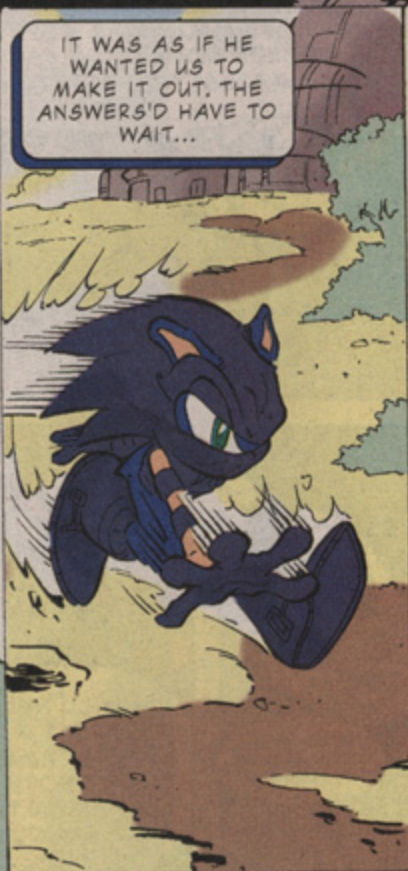




WE'D ESCAPED,
BUT IT ALL SEEMED
TOO EASY.



I MEAN, WHY HADN'T
ROBOTNIK ERECTED
HIS FORCE-FIELD
AROUND THE CITY
TO TRAP US?



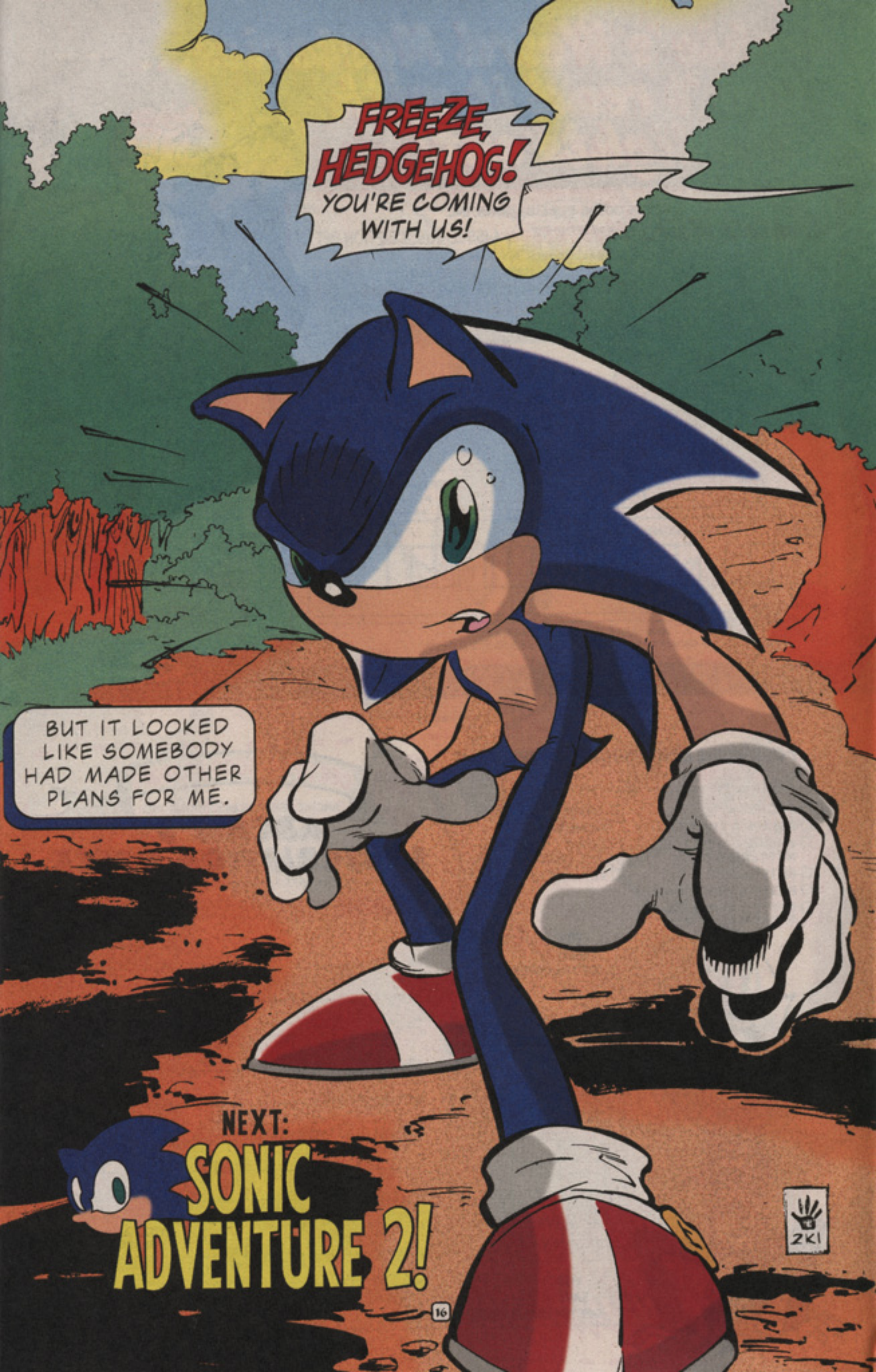
IT WAS AS IF HE
WANTED US TO
MAKE IT OUT. THE
ANSWERS'D HAVE TO
WAIT...



...AT THAT
MOMENT, I HAD
TO BEAT GEOFFREY
AND COMPANY BACK
TO KNOTHOLE.



I JUST NEEDED
TO STASH MY
DISGUISE AND
HEAD ON HOME.

A full-page illustration of Sonic the Hedgehog running towards the viewer. He is in a dynamic, forward-leaning pose, with his right leg extended back and his left leg pushing off the ground. He has a determined expression with wide eyes and a slight smile. He is wearing his signature blue fur, white gloves and shoes with red stripes, and a blue cape. The background is a desert landscape with reddish-brown ground, green bushes, and a bright yellow sun in a blue sky. A speech bubble above him contains the text 'FREEZE, HEDGEHOG! YOU'RE COMING WITH US!'. A smaller speech bubble to his left contains the text 'BUT IT LOOKED LIKE SOMEBODY HAD MADE OTHER PLANS FOR ME.'.

**FREEZE,
HEDGEHOG!**
YOU'RE COMING
WITH US!

BUT IT LOOKED
LIKE SOMEBODY
HAD MADE OTHER
PLANS FOR ME.

NEXT:

A small, stylized icon of Sonic's head, facing forward, positioned to the left of the 'NEXT:' text.

**SONIC
ADVENTURE 2!**



HE WAS BORN TO BE NONE
OTHER THAN THE GUARDIAN
OF THE FLOATING
ISLAND, BUT NOW

KNUCKLES

IS EVOLVING INTO
SOMETHING MORE--
MUCH MORE--

--AND NOW, IN A FLASH
OF INTENSE PAIN, HE
LASHES OUT, AS
TURBO-TAILS STEPS
FORWARD TO DEAL
WITH HIS FRIEND...

YOU DON'T
GET OUT OF MY
FACE RIGHT NOW,
TURBO-RUNT--

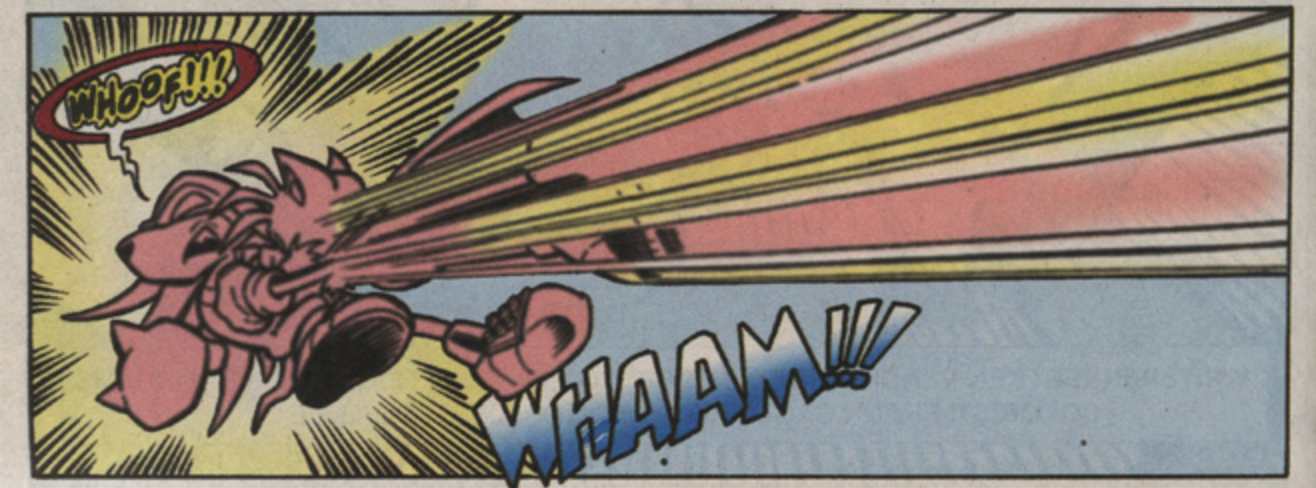
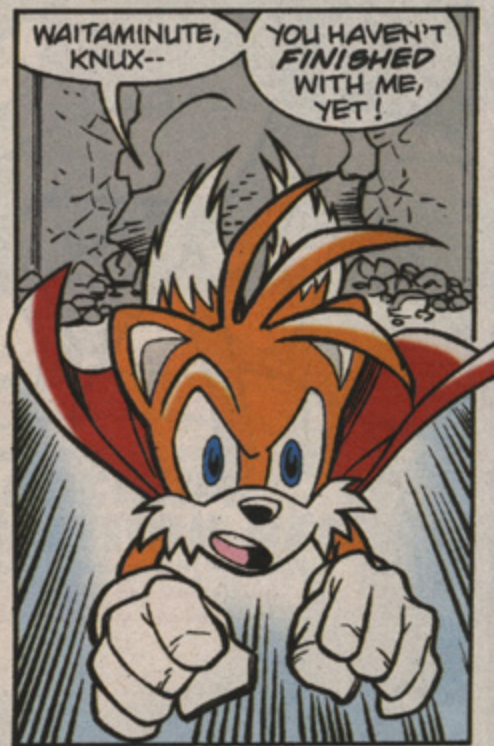
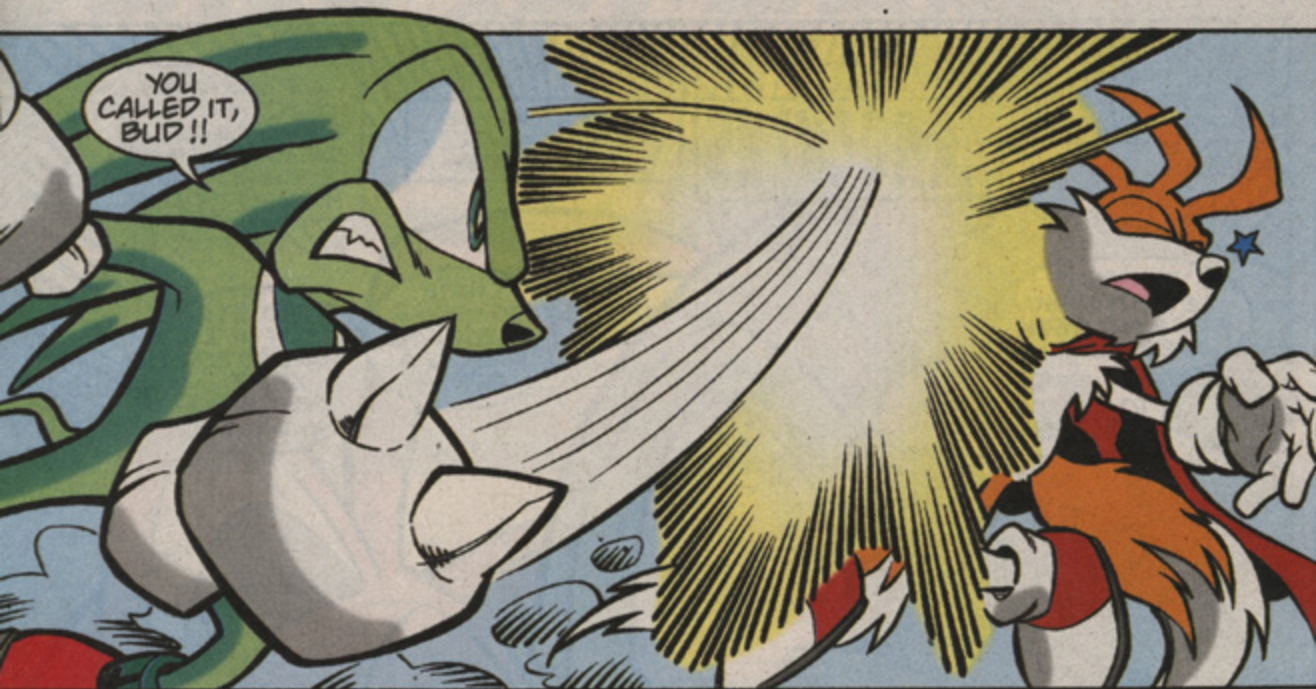
--WE'RE GOING
TO DO SOME SERIOUS
RUMBLING!

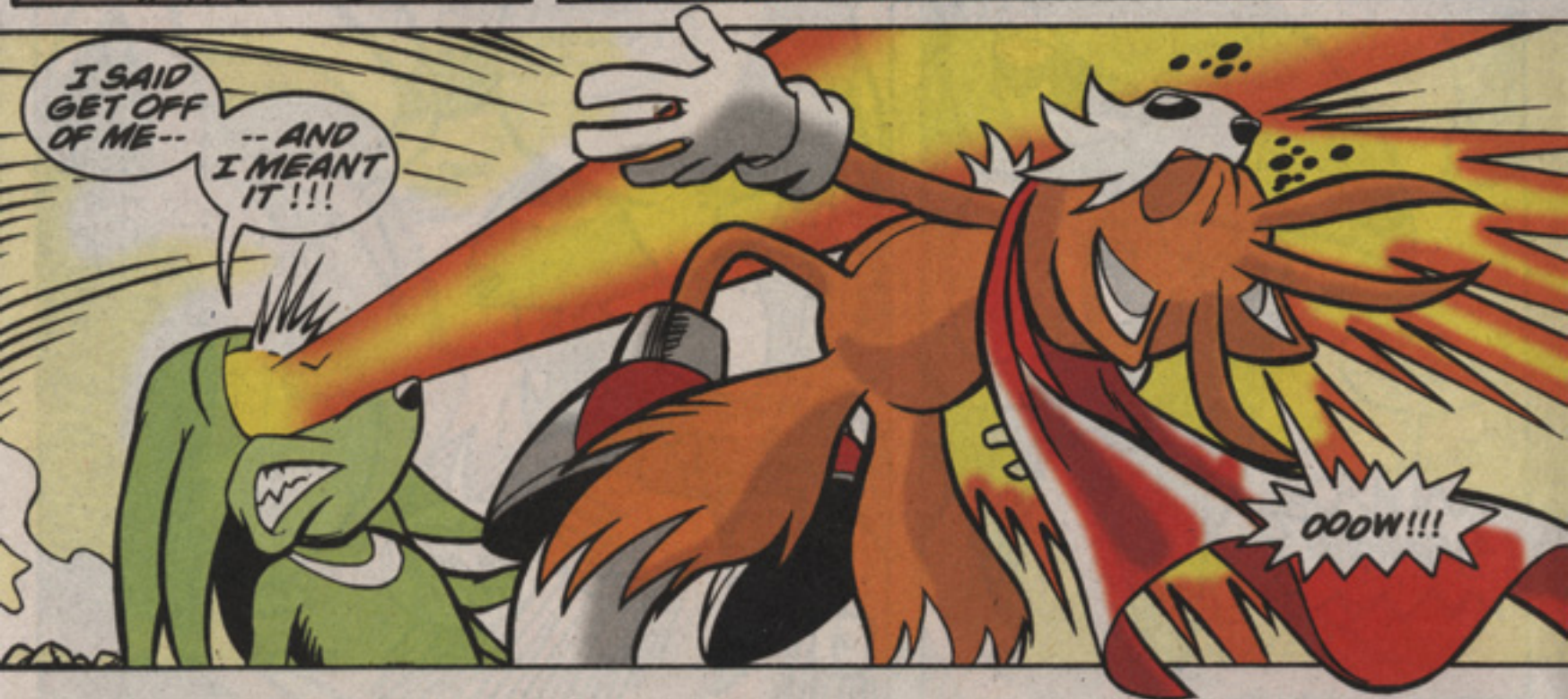
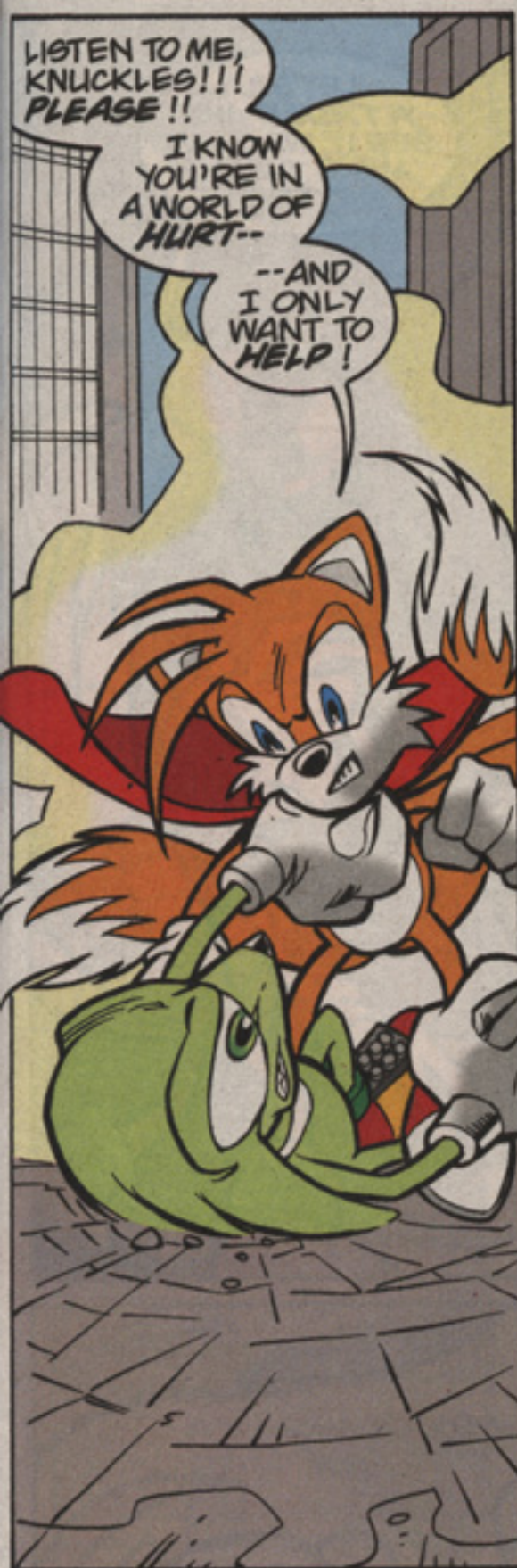
I HATE
TO STRIKE
AN ECHIDNA
WHEN HE'S
DOWN--

--BUT I'LL
DO IT IF I
HAVE TO FOR
YOUR
OWN SAKE,
KNUCKLES!

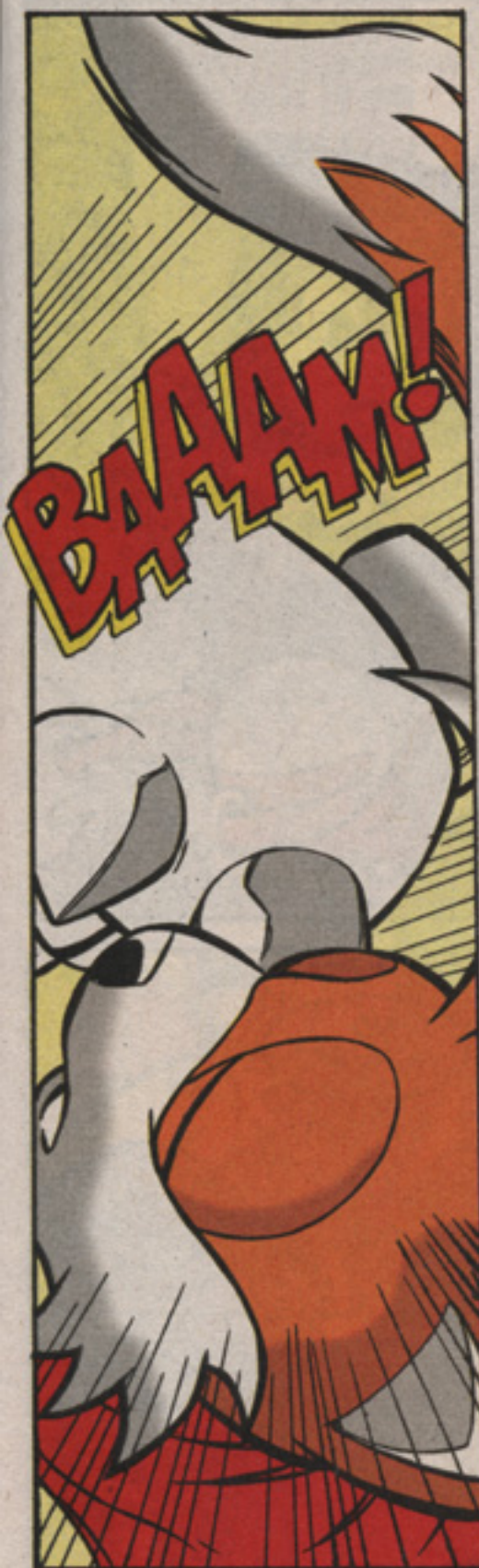
TO THE BRINK

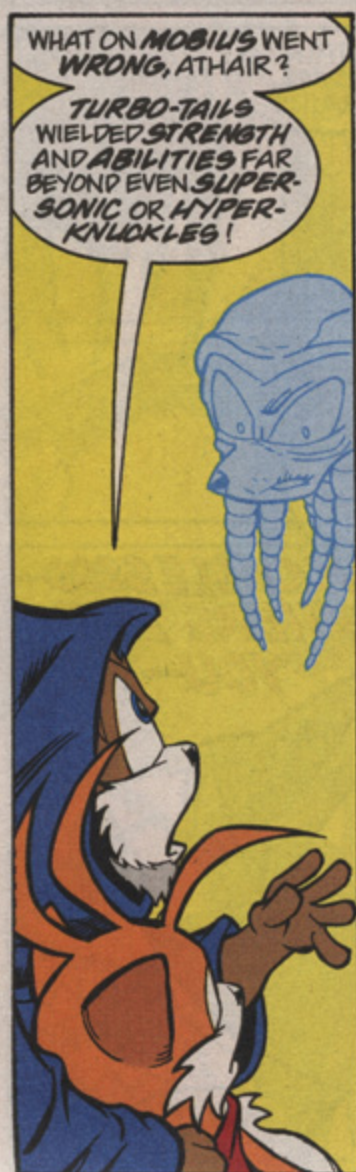
WRITER/INKER: KEN PENDERS PENCILLER: RON LIM LETTERER: VICKIE WILLIAMS
COLORIST: FRANK GAGLIARDO EDITOR: JUSTIN GABRIE











AS ASTOUNDING AS IT MAY BE,
THAT IS NOT YOUR NEPHEW YOU
HOLD IN YOUR ARMS--

--BUT RATHER HIS
POPPELGANGER!

HIS
WHAAAT ?!!!

THAT CREATURE
IS NOT THE **TAILS**
OF **THIS** WORLD,
BUT INSTEAD
SOME OTHER-
WORLDLY
DUPLICATE!

BUT **HOW?**

AND
WHERE DID
**HE-- OR
IT--** COME
FROM ?

A **CONUNDRUM**
FOR WHICH EVEN
I HAVEN'T ANY
ANSWERS!

AT
LEAST NOT
YET!

WELL, WE'D
BETTER
FIND
THEM, AND
FAST!

THERE'S
NO TELLING
WHAT
PREDICAMENT
OUR **TAILS**
MAY BE
IN!

THAT'S **IF** THERE
IS A TAILS THAT
BELONGS TO
THIS PLANE OF
EXISTENCE!

WHAT DO
YOU MEAN,
"IF"?

UNTIL WE KNOW
ALL THE **FACTS**,
WE CAN'T BE
CERTAIN OF
ANYTHING!

BEFORE THIS
MOMENT, THERE
WAS NO REASON
TO **BELIEVE**
OUR YOUNG
CHARGE WAS
ANYTHING
BUT WHO WE
THOUGHT
HIM TO BE!

THEREFORE, FOR THE TIME
BEING, WE'LL **RETURN**
HIM TO HIS USUAL SELF
AMONGST HIS OWN PEOPLE
AND SAY **NOTHING**!

WHAT WILL THAT
ACCOMPLISH?

IT WILL ALLOW
US TO **QUIETLY**
SEARCH OUT THE
TRUTH AS
OPPOSED TO
MAKING ANY RASH
DECISIONS!

AS FAR AS I AM
ABLE TO DETERMINE,
THE LAD IS AN
INNOCENT, WHO
BELIEVES HIMSELF
TO BE WHO HE
IS--

-- SO WHY
SHATTER
THAT BELIEF
BEFORE HE IS
CAPABLE OF
DEALING WITH
IT?

THAT MAY SOLVE ONE
PROBLEM FOR THE
TIME BEING--

--BUT WHAT ABOUT
KNUCKLES?

NEXT ISSUE:
ARE YOU READY
FOR MORE
SONIC
ADVENTURE?
BE HERE IN
30 DAYS!

NOTE TO CONTINUITY
BUFFS: WE RETURN TO
OUR ORIGINAL STORYLINE
IN **SONIC #99** --
ALONG WITH THE **DARK**
LEGION, NO LESS!
'NUFF SAID!



LAUREN ANDERSON
THUNDER BAY, ONT. CANADA



LEVI LITTLE
PARKERSBURG, WV



If you'd like your
drawing printed,
please send to:

**"SONIC
FAN ART
#97"**

c/o Archie Comic
Publications, Inc.

P.O. Box #419

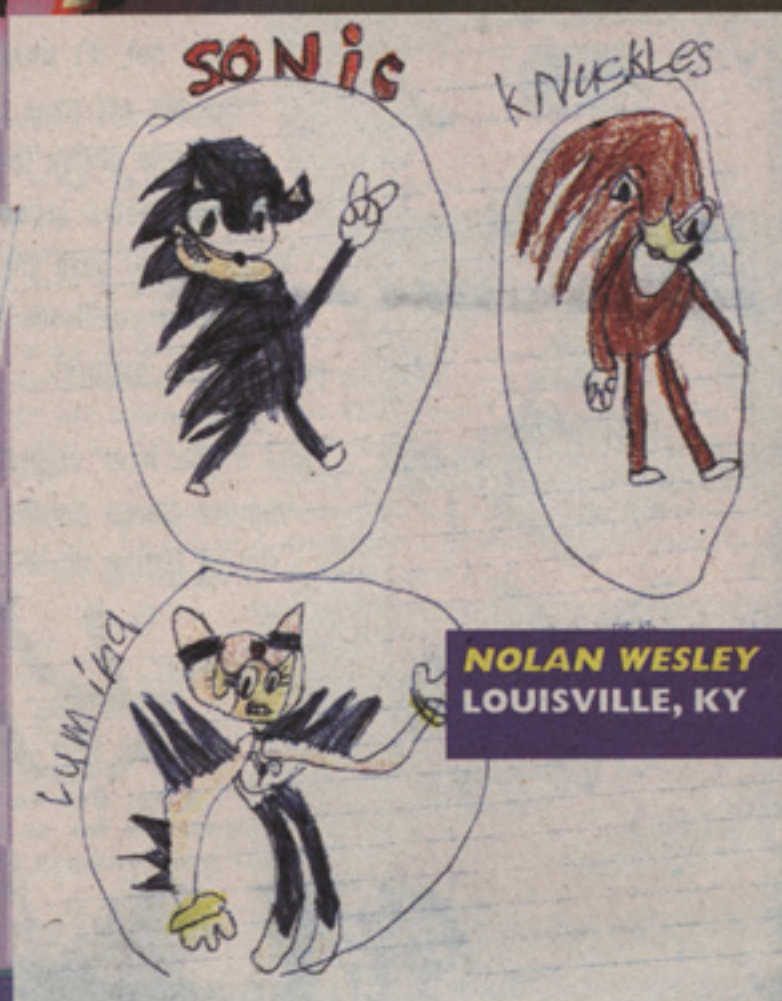
Mamaroneck, NY

10543-0419

ART WILL NOT BE RETURNED!



ERAN LIMOR
MILFORD, NH



NOLAN WESLEY
LOUISVILLE, KY

THIS JUST IN! WITH KEN PENDERS

Now that you've enjoyed this issue's installments of the latest developments in the lives of our heroes (well, you did, didn't you? And if you didn't, go read them first and then come back here), it's time for me to yak about what's coming up next.

Obviously, our momentous 100th issue is just three issues away, but when has that ever stopped us from doing something special when you least expect it, and boy, do we ever have something unexpected up our sleeves. Next issue, we're interrupting our usual Sonic and Knuckles storylines for something completely different.

We've done game adaptations before, but nothing quite like this. In fact, we even had to be careful where we put it on the schedule so that our efforts wouldn't spoil the surprises awaiting the game-buying public eagerly anticipating the latest Sonic adventure. Because of the super secret nature surrounding the whole thing, all I can say is that our SONIC ADVENTURE 2 is more than just a game adaptation or a tie-in. We're going to be introducing new characters that will become part of our Sega-inspired universe, as well as giving some history which connects to some of our already established characters.

So this is one issue you definitely won't want to miss!

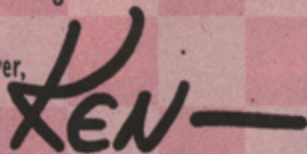
On other fronts, we've been getting questions regarding the Fan Art Page, which I will address real soon (I promise! Just keep those drawings coming in the meantime), the Find-Your-Name-In-Print page and other matters along those lines, and I thought I'd give everyone here the straight scoop.

While we do everything we can to recognize the efforts of our readers who interact with us via letters, drawing, e-mail, etc, sometimes it's not possible to fit everything due to a limited amount of space. We have 32 pages to play with, and it's a mix of story and advertising that determines what else we can fit in. Sometimes, as much as we hate to, we have to lose something, so more often than not, it's usually the Find-Your-Name page which goes, as we'd rather keep the fan art page ('cause you guys do some pretty terrific work, and we sure get a kick checking it out).

When we do have the room, rest assured you'll see all your favorite features.

And if you have suggestions on how to improve things around here, don't be shy in letting us know. Take care.

As ever,



Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Thanks for understanding!

Send letters to:
**SONIC-GRAMS
#97**

**C/O ARCHIE COMIC
PUBLICATIONS, INC.**

P.O. BOX 419

MAMARONECK, N.Y. 10543-0419

E - M A I L :
KenPenders@kenpenders.com
W E B S I T E :
www.archiecomics.com
SEGA WEBSITE: www.sega.com

SONIC-GRAMS

COMING ATTRACTIONS



#98

Next issue:

WHO — or WHAT — is the mysterious super secret project code-named SHADOW? And how will this development affect everyone's favorite hedgehog? We'd tell you more, but we've been sworn to secrecy ourselves. All we can say is that the lead story was scripted by Karl Bollers, with art by none other than Spaz himself and inks by Harvo. As for the back-up story, the script was by yours truly, with art by Ron Lim and inks by Pam Eklund. Reserve your copy now with your local comic retailer, okay?

One last bit of business before getting to the Sonic-grams concerns; a nifty piece of fan art put together by Christopher Fried of Spring Grove, MN. Chris, that was a beautiful piece of work, but unfortunately, with the method we use for printing art, there's just no way we could print your piece without it looking like quite a mess. Rest assured we thought it was great, and it's currently hanging over my desk.

NOW TO YOUR LETTERS:

Dear Sonic-grams,

My name is Melody St. John (no relation to Geoffrey), but you can call me Sonic Boom (since I'm a fan of Sonic). I love the Off panels, and I think they are funny. I also have a few questions to ask: 1) In what issues of KNUCKLES or SONIC did Rob O' the Hedge first appear? 2) Will we see Sonic Underground again? I miss them. 3) What caused that weird green glow that Knuckles now has? 4) How can I get issues #11, 19 and 25? 5) What kind of animal is Mina?

On another note, I think that Sonic should have a movie. Now that would be a totally way past cool idea! Please put my letter in your comic. See ya! Your true blue fan,
Melody "Sonic Boom" St. John, West Chazy, NY

As you can see, Melody, I did use your letter, but for all you would-be letter writers out there, the main reason I did was because she

asked a couple of questions that a lot of readers have been asking. So, here are the answers:

1) Technically, Rob first appeared on the last page of KNUCKLES #11, but we didn't find out who he was until SONIC #58, which went on sale a couple of weeks after that. 2) Not likely, as those characters really never fit into the continuity we've been establishing for the past several years, and we have more than enough characters to keep track of as it is. 3) Knuckles' condition is a result of several factors, all of which combined to create his current state of being. To begin with, Knuckles was born with enhanced abilities because his father Locke played around with his DNA before he was born. Then years later, he was experimented upon by Dimitri, which accelerated Knuckles' mutation. Then you have the fact he's going through puberty, compounded with stress during his adventure in Albion, resulting in his glands going wild and allowing the mutation to fully develop. And when the echidnas later subjected Knuckles to the Chaos Syphon, that only made matters worse. 4) You can check various comic book retailers who may carry back issues, but your best bet would probably be to search the internet, particularly the website EBAY. Be prepared, however, to pay up to several times above cover price as all three are extremely hard-to-come-by issues, especially in good shape. I should also mention that anyone trying to do business on the internet should do so only with the permission and/or supervision of their parents, as they'll probably need their parents to complete the transaction anyway. 5) Mina's a mongoose. And, yeah, we think the idea of a Sonic movie is way past cool, too!

Dear Sonic-grams and good friend
Sonic the Hedgehog,

I haven't written in over two years (when I moved, none of the local stores sold Sonic comics), but I'm back! I'm glad that you guys still have the World's Most Way Past Cool Comic, and now that I'm moving again I can continue collecting your comics. I didn't have any new issues so I kept myself occupied by reading the other issues I had. I started reading #15 and my parents helped me buy the back issues, so now I have a complete collection up to #71, except Sonic Firsts. I might start collecting the comics again, although I can't afford all of the back issues I missed.

Anyway, I read Sonic-grams from the issue I just got (from my future home town), and I see a lot of positive comments on the art! I think the new style is okay, but I'm going to miss the older art and graphics from earlier in the series.

After all of the years I missed, I'm glad to see that the attitude of the Sonic comics hasn't changed, and I know that Scott Fulop has left the editor's job in very capable hands.

Your friend,
Karen Hume

P.S. I hope I can get issue #100. I'm sure it will be a good one.

We hope that you get to read it as well, Karen, and I'd like to thank you for giving me the opportunity to talk about some of the biggest problems anyone faces when doing a long running series like this one. The biggest one is getting the comics to the newsstands so you can buy them in the first place, and in today's competitive environment where shelf space is at a premium, it's more difficult than ever. That's why if you or anyone reading this has a problem finding issues on a regular basis, at the risk of sounding like a corporate shill, why not order a subscription using the convenient form printed in every issue? That way you're sure never to miss out on the fun.

As for the art not looking like it did way back when, that's part of growing and adjusting to ever-changing tastes in the readership. If we kept doing the same ol' same ol' month after month, our readers would get bored and look elsewhere for their fun.

And because you did give us a try once again, we hope a copy of one of our SONIC SUPER SPECIALS that's now heading your way in the mail helps get you back up to speed. Enjoy!

Dear Sonic-grams,

I have just started collecting your Sonic magazine two months ago, and I heard there used to be a KNUCKLES series. I hope it comes back, but at least I'm enjoying Sonic. I've seen Tails turn super, but why can't he turn hyper, too? Sonic and Knuckles can use the emeralds to become super and hyper, but can they be anything else?

Mirh Thuy, Australia

I hope I spelled your name right, as that was the best I could make out. In regards to your queries, as you've learned in the recent storyline Tails goes TURBO, not super or even hyper. As for Sonic and Knuckles, for the purposes of our continuity, I seriously doubt you'll see any other variations.

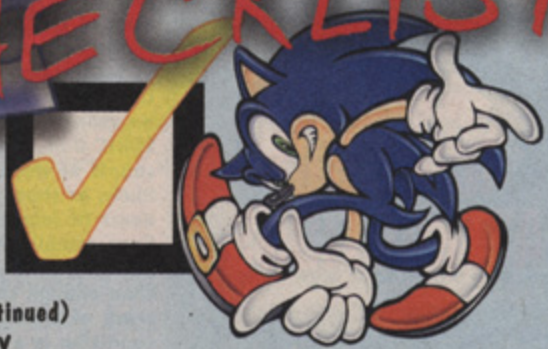
On that note, keep your cards, artwork, letters, JPEGs, and e-mails coming to us at the usual addresses, including my own:
Sonic@kenpenders.com

For those of you planning to attend the San Diego Comic Convention, I'm scheduled to appear at the Artists Alley all four days. Check out the Convention page on my website www.kenpenders.com for further details. Take care.

Cover illustration by
Patrick Spaziente and
Harvey Mercadoocasio
with colors
and separations
by Josh D. Ray.

Edit page layout & design
by Joe Pep

SONIC CHECKLIST



SUBSCRIPTIONS (SON)

- ☐ **SONIC** (4 issue subscription)
\$5.00 (\$5.75 - CAN)
- ☐ **SONIC** (8 issue subscription)
\$10.00 (\$11.50 - CAN)

BACK ISSUES

SONIC & KNUCKLES COLLECTOR SETS

1996

- ☐ **SONIC** (HCS)
Issue No's 30-41... \$23.99

1997

- ☐ **SONIC** (HCS)
Issue No's 42-53... \$19.99
- ☐ **KNUCKLES** (KCS)
Issue No's 1-7... \$11.99

1998

- ☐ **SONIC** (HCS)
Issue No's 54-65... \$20.99
- ☐ **KNUCKLES** (KCS)
Issue No's 8-19... \$20.99

1999

- ☐ **SONIC** (HCS)
Issue No's 66-77... \$19.99
- ☐ **KNUCKLES** (KCS)
Issue No's 20-31... \$19.99

MINI SERIES

- ☐ **SONIC END GAME SERIES** (END)
(4 issues #47 - #48 - #49 - #50)
\$7.00 (\$8.00 - CAN)



MINI SERIES (Continued)

- ☐ **SONIC'S FRIENDLY NEMESIS KNUCKLES** (SNK)
(3 issue mini-series)
\$6.00 (\$7.00 - CAN)
- ☐ **TAILS 3 ISSUE MINI-SERIES** (TLS)
\$6.00 (\$7.00 - CAN)
- ☐ **SONIC QUEST "THE DEATH EGG SAGA"** (SDS)
(3 issue mini-series)
\$6.00 (\$7.00 - CAN)
- ☐ **PRINCESS SALLY** (PS)
(3 issue mini-series)
\$6.00 (\$7.00 - CAN)
- ☐ **KNUCKLES "THE DARK LEGION"** (ENC)
(3 issues #1 - #2 - #3)
\$4.50 (\$5.50 - CAN)
- ☐ **KNUCKLES "LOST PARADISE"** (ENC)
(3 issues #4 - #5 - #6)
\$4.50 (\$5.50 - CAN)
- ☐ **KNUCKLES "DARK VENGEANCE"** (ENC)
(3 issues #7 - #8 - #9)
\$4.50 (\$5.50 - CAN)
- ☐ **NIGHTS INTO DREAMS ORIGINAL MINI-SERIES** (NID)
(3 issues #1 - #2 - #3)
\$4.50 (\$5.00 - CAN)
- ☐ **NIGHTS INTO DREAMS MINI-SERIES** (NID)
(3 issues #4 - #5 - #6)
\$4.50 (\$5.00 - CAN)

SPECIALS

- (48 pg. Special) \$3.00 (\$3.50 - CAN)
- ☐ **SONIC & KNUCKLES** (SAK)
 - ☐ **SONIC IN YOUR FACE** (BIF)
 - ☐ **SONIC BLAST** (SOB)
 - ☐ **SONIC CHAOTIX** (CHX)
 - ☐ **SONIC TRIPLE TROUBLE** (STT)
 - ☐ **SONIC & KNUCKLES MECHA MADNESS** (SMM)
 - ☐ **SUPER SONIC VS HYPER KNUCKLES** (SVK)
 - ☐ **SONIC LIVE!** (SLS)
 - ☐ **#1 BATTLE ROYAL** (BSQ1)
 - ☐ **#2 BRAVE NEW WORLD** (BSQ2)
 - ☐ **#3 SONIC FIRSTS** (BSQ3)
 - ☐ **#4 RETURN OF THE KING** (BSQ4)
 - ☐ **#5 SONIC KIDS** (BSQ5)
 - ☐ **#6 SONIC DIRECTOR'S CUT** (BSQ6)
 - ☐ **#7 IMAGE/SONIC CROSSOVER** (BSQ7)
 - ☐ **#8 SALLY MOON** (BSQ8)
 - ☐ **#9 SONIC KIDS #2** (BSQ9)
 - ☐ **#10 SONIC/SABRINA** (BSQ10)

SONIC SUPER SPECIALS (SSQ)

- (48 pg. Specials) \$2.50 (\$3.00 - CAN)
- ☐ **#11 SONIC CO-STARs**
 - ☐ **#12 TURN ABOUT HEROS**
 - ☐ **#13 DREAMCAST ADAPTATION**
 - ☐ **#14 SONIC STEW**
 - ☐ **#15 BATTLE WITH NAUGUS**

TRADE PAPERBACK

- ☐ **SONIC "FIRSTS"** (SGN)
\$5.00 (\$6.00 - CAN)

ARCHIE COMIC PUBLICATIONS, INC.

SONIC CHECKLIST

P.O. Box #573, Mamaroneck, NY 10543-0573

NAME _____ AGE _____ MALE ☐
FEMALE ☐
ADDRESS _____
CITY _____ STATE _____ ZIP+4 _____

DAYTIME PHONE # _____

☐ VISA ☐ MASTERCARD

--	--	--	--	--	--	--	--	--	--

EXP. DATE MO. YR. /

SIGNATURE _____

TALLY YOUR ORDER HERE

\$ _____ + \$ _____ = \$ _____

SUBSCRIPTION SUBTOTAL BACK ISSUES SUBTOTAL TOTAL AMOUNT

AVAILABLE IN U.S. & CANADA ONLY. All Canadian orders must be made payable in U.S. funds. PLEASE ALLOW 6-8 WEEKS DELIVERY. YOU CAN MAKE A COPY OF THIS PAGE IF YOU DON'T WANT TO TEAR YOUR BOOK.